

ATARI[®] XE VIDEO
GAME
CARTRIDGE

Game Manual

CRIME



BUSTER

It's August and the city's hot. But more to the point, your gun barrel is smoking and the drag-net operation is in full swing.

The guys who pulled in at the pier right after you say they never saw anything like it. Gangsters everywhere. But they weren't breathing anymore—just kind of laying there. First time the guys ever saw those stool pigeons all dressed up but with no place to go.

Guess you cleaned up the dock scene for good. Hey, where are you going? Out to the warehouse? What a guy! Won't rest until the city's safe for decent citizens. Where's my hat and holster—I'm coming with you.

System Components

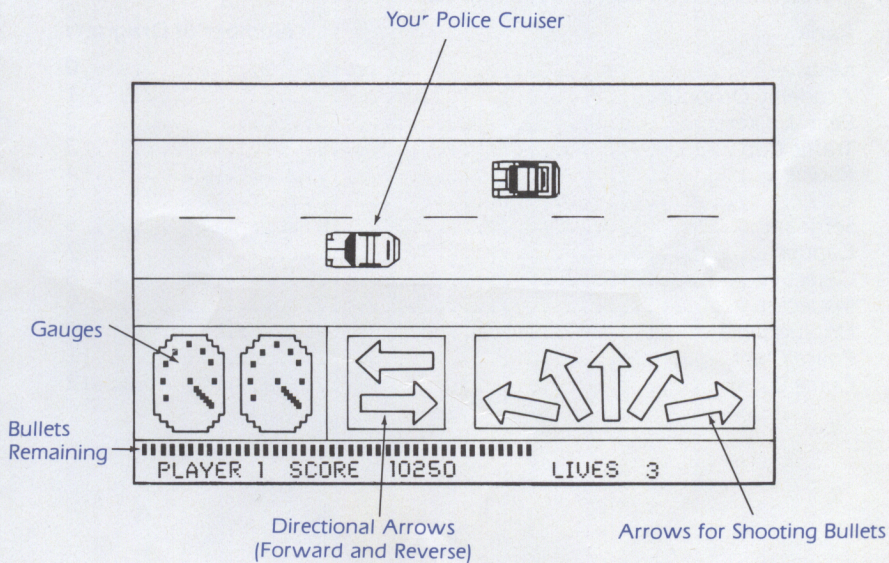
- Atari XE console (or Atari XE or XL computer)
- Color television or color monitor
- Atari XG-1 light gun

Getting Started

1. With your XE console turned off, insert the Crime Buster cartridge into the cartridge slot.
2. Plug the light gun into controller port 1.
3. Turn on your television or monitor, then press the **[Power]** key to turn on your console. The Crime Buster title screen appears.
4. Aim the light gun at the screen and pull the trigger. When you score a direct hit, the selection screen appears.
5. Aim and shoot at the words "One Player" or "Two Player," depending on how many are playing. When you hit your target, the map screen appears and the game begins.
6. Press **[Select]** to pause a game; press it again to resume play. Press **[Start]** at any time to start a new game.

Mobster Madness!

Driving Screen



Goodbye, Scarface

The map shows all 12 sections of the city, and it's up to you to decide where to go. Shoot at any portion of the city to move the square cursor over that section. Then shoot at the outlined section to select it for game play. In a moment, you're on the road, headed for your destination in a police cruiser. You'll have to drive a long way to reach sections across town, but you won't need to do any driving at all to reach sections close to your position.

Too bad the gangsters know you're there. They don't want you to reach the crime scene and will do anything to stop your cruiser.

You must stop the mobsters' cars before they can hit you. Shoot at the arrows at the bottom of the driving screen to aim the bullets coming from your cruiser. The direction of the arrow will be the direction of your bullet from the cruiser. Be sure you know who

you're aiming at before you pull the trigger. Shooting innocent drivers costs you 10 bullets.

Shoot at the directional arrows at the bottom of the driving screen to move your cruiser forward or reverse on the road.

You start your shift with three lives. If the gangsters end your road trip, you return to the map where you can choose another destination as long as you have lives left.

If you survive your road ordeal, you arrive at the crime scene. In every scene you need to make a clean sweep of the racketeers and bootleggers before you can leave.

Once you clean all mobsters out of a section, the dragnet for that section is complete. Remember—there are 12 sections to clean up.

Take aim and shoot! The only good mobster is a quiet mobster—real quiet.

Here's what you'll find:

Warehouse Gangsters take cover behind boxes and crates, appearing for a moment in the windows and doorways.

Pier Mobsters crouch inside the boat tied up to the pier. Sometimes one will appear in the water.

Alley Watch the windows for desperadoes. Be careful. Innocent people are inside the buildings. If they're caught in the crossfire you lose bullets.

Downtown You've got to keep your eye on two different buildings at once—and it's not easy. These bad guys are so low-class they'll even hide under a manhole cover.

Make the Mobsters Push Up Daisies

As soon as you clean out a crime area of all its mobsters, the dragnet for that section of the city is complete. The gang then gives up

secret information on the locations of other hideouts.

When you return to the map screen, you can choose a new destination. The dragnet section will be covered by a net, showing you which sections of the city have been cleared of mobsters.

The game ends when you complete all 12 dragnets, or you run out of lives. Press **[Start]** to play a new game.

Tips from the Violin Case

Learn to spot the mobster's cars (they have stripes). Shooting a friendly car costs you ten bullets from your supply of ammunition.

Avoid shooting innocent people. You lose five bullets for each innocent person you shoot.

Strangers can be good or bad. You will have to decide quickly.

Scoring

Scoring depends on how many targets you hit.

Cars	1000 points
Gangsters	25, 50, 75, or 100 points

Ranks

Rank is determined by the number of dragnets completed. Mobster is the lowest rank; Crime Buster is the highest.

Rank	Number of Dragnets
Mobster	0
Academy Dropout	1
Beat Walker	2
Traffic Cop	3
Rookie	4
Officer	5
Sergeant	6
Captain	7
Detective	8
Inspector	9
Unpluggable	10
Police Chief	11
Crime Buster	12

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of all or any portion of this document is not allowed without the specific written permission of Atari Corporation.

Atari®, the Atari logo, Crime Buster™, XE™, XG-1™, and XL™ are trademarks of Atari Corporation. XE version of Crime Buster by K-Byte Software.

Copyright © 1988, Atari Corporation, Sunnyvale, CA 94086. All rights reserved.

Printed in Hong Kong. C300019-104 Rev. A W. W. 9. 1988

